

AHMED NADEEM

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SKILLS

- React JS | Django Rest Framework | Python | Django C++ | Front-end development | Back-end development
- Unity 2d Development | C# | 2d game mechanics | MSSQL
- Clean Code | Project Management | Time Management

WORK EXPERIENCE

Django-Backend-Intern

Arbisoft

July 2024-August 2024

- During my work experience at Arbisoft, I gained valuable skills in writing professional code by adhering to coding conventions and best practices like PEP8 for Python, pylint for code quality checks, and ESLint for JavaScript.
- I also learned to effectively use docstrings for documentation and worked extensively with Django and REST framework for backend development.
- On the frontend, I used React to build dynamic and interactive user interfaces. One of the key projects I worked on was a movie app with a recommendation system, where I also integrated the YouTube API to enhance the app's functionality.

Unity-Game-Development

Mindstorm Studios

June 2024-Sep 2024

- Developed a Top-Down Memory Game for the Game Jam 2024, hosted by Mindstorm Studios!
- Created an engaging top down unity game "Extraction" that tests players' memory skills while navigating through environments.
- Summer program spanned over 3 weeks in which indie game developers had to showcase their skills.

PROJECTS

Arrhythmia Classifier

- With the help of CNN developed a model that classified various Arrhythmia into 15 different class from ECG fragments.
- We developed a 16-layer network with 128 Nodes in hidden network.

movFlix

- A Django react project that provides description of a movie with its sequels, ratings, user reviews, movie trailer, and trends.
- Movie and Sequel Management was developed models using Django REST Framework (DRF) APIs, including views and serialization for movies, sequels, ratings, and a recommendation engine. I Created a management command script to populate and update movies.
- Designed a recommendation algorithm to suggest sequels based on user preferences and interactions. I integrated user interaction tracking and analytics to refine recommendations. Moreover, I also implemented personalized movie suggestions using OpenAI's chatbot based on mood.

eLearning Website

- Developed an e-learning platform for students and teachers where students can read study material uploaded by the teacher, or solve quizzes (then graded by teacher), view YouTube lectures (using I-frame teacher could upload his own lecture), and view performance of the enrolled students in a particular course through analytics and graphs
- Website was developed using ASP.NET, C# with frontend developed in vanilla JS, html(razor), and CSS with backend in MSSQL

Assassins' Chronicles

- A 3d Unity game heavily inspired from Assassin's Creed with small map design.

EDUCATION

National University of Computing Emerging Sciences

2021-2025

Bachelors in Computer Science

Government College University lahore

2019-2021

Intermediate in Pre Engineering

Crescent Model Higher Secondary School

2009-2019

Matriculation